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NHL 96

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

EA SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Tiburon Entertainment is a newly formed software company based in Orlando, Florida, selected by Electronic Arts to create *NHL 96*. Striving toward their goal of creating hit games, Tiburon Entertainment works hard to perfect gameplay and combine it with a balanced mix of outstanding programming and graphics. Each employee is an avid gamer, playing a wide array of games. Of particular interest are head-to-head games, including sports games, fight games, and action arcade games.

Tiburon Entertainment was founded by veteran Super NES programmers who have been responsible for such past hits as Desert Strike™, Clay Fighter, NHL® Hockey '95, Bill Walsh College Football™, WeaponLord, and Madden NFL® '94, '95, and '96.

NHL 96 was programmed by Jason Andersen.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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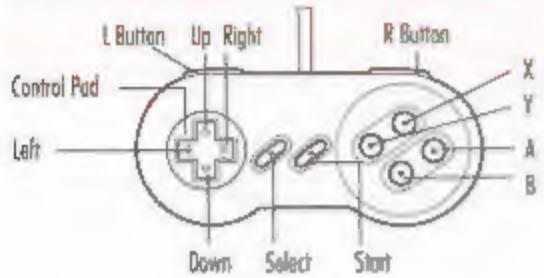
NHL96

COMMAND SUMMARY



Super NES Controller

FACEOFFS

Choose a teammate to scoop the puck to	Hold Control Pad in direction of the teammate
Take the draw	Press **B** when the puck hits the ice

GENERAL

Skate/Stickhandle the puck	Control Pad in the direction you want to go

Offense

Dump the puck	Tap **Y**
Pass	**B** + Control Pad
Give and Go	**B** then **Y**
One-Timer Pass	**B** then **Y** + Control Pad
Wrist Shot	Tap **A**
Slap Shot	Hold **A**
One-Timer Shot	**B** then **A** + Control Pad
Quick Stop	**L**
Spin-o-Rama	**R**

In the Attack Zone

Fake Shot	**Y**
Drop Pass/Touch Pass	**X** + Control Pad behind you

Defense

Hold/Hook	**Y**
Hit the ice to block shot	**L** or **R**
Control defensive player closest to the puck	**B**
Poke Check/Trip	**B** when closest to puck
Speed up/Body Check	**A**

GOALTENDING

Manual Control

Take control of goalie	Hold **X**
Position goalie	Control Pad in any direction
Dive	**Y** + Control Pad
Poke Check	**B** when closest to puck
Save Attempt	**A**

In Possession of Puck (Auto or Manual Control)

Flip puck out of zone	**Y** + Control Pad
Pass/Clear along boards	**B** + Control Pad
Cover up to draw faceoff	No button or Control Pad

WELCOME TO *NHL*® 96!

There's been plenty written lately regarding Global Warming, El Niño, and the like, but North Americans are experiencing a different weather phenomenon altogether—the arrival of the second ice age!

And, in contrast to the idle pace of glaciers extending from the polar ice caps, this time it's spreading like wildfire. Sheets of ice measuring up to 200' x 85' have formed as far south as Tampa Bay, Anaheim, and Dallas, and there's no sign of a warming trend in sight.

EA SPORTS brings you as close as you can get to the NHL without donning a parka!

The Best Just Got Better — New Features for 96:

- ✓ Multiple Skill Levels — Work your way through the ranks from Novice, to Intermediate, to Expert.
- ✓ Fighting Option
- ✓ New Player Moves — Drop Passes, Fake Shots, Spin-o-Rama, Quick Stop, and more.
- ✓ New Graphics and Player Animations — Lie down on "D" to block shots, flip your opponents with extreme body checks, and much more.
- ✓ Enhanced Sound Effects and Music — Stadium specific crowd chants and organ tunes; vocal referees.
- ✓ Improved Gameplay and Computer AI — Advanced goalie and defense intelligence; faster overall gameflow.
- ✓ Multiple Injuries to Players and Goalies

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
- ✓ **WARNING: Never try to insert or remove a game pak when the power is ON.**
2. Make sure a Controller is plugged into the controller socket 1 on the Super NES®.
- If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the cartridge in place.
4. Turn ON the power switch. The EA SPORTS logo appears. If you don't see it, begin again at step 1.

GAME SETUP

When you play *NHL 96*, the rink is in your house. You set the game options and regulations; Gretzky, Bure, and Gilmour conform to those rules—or they don't skate!

- Press **START** to continue.
- ✓ Option settings are saved in memory as defaults until you change them again.

PLAY MODE

Exhibition: A one-game exhibition. Play with your friends or test your hockey skills against the expertise of a CPU (computer)-controlled opponent.

Season: Set up and play through an entire NHL season, complete with best-of-7 playoff series and season-end awards ceremony.

Practice: Design plays and run your favorite team through drills in real game situations. Practice mode is also a great place to work on your penalty shot technique.

SKILL LEVEL

Novice: For beginners and players having trouble scoring. You'll notice slower performance by CPU-controlled teams, from skating and shooting to the goalie's reaction time.

Intermediate: CPU-controlled opponents play to their ability but never really rise to a championship level of play.

Expert: Unless you've come up through the ranks of *NHL 96*, prepare for the humiliation of a lifetime! The skating is quick, the body checks are lethal, and the passes are right on the tape.

PERIOD LENGTH

5/10/20 Minutes: Select a period length. A complete game consists of three periods; the NHL plays 20-minute periods.

✓ Overtime periods following Exhibition and Season games are always five minutes long.

GOALIES

Manual: You can take over control of your team's goalie and challenge the puck handler.

Automatic: Let the CPU control your team's goalie. He'll save as well as his real life counterpart, but when he's in possession of the puck, control is transferred back to you.

USER RECORDS

On: Keep an ongoing record of your personal *NHL 96* performance. User Record data for up to eight players is displayed on the Record Holders screen.

Off: Play without User Records.

PENALTIES

Off: No penalties are called. Ideal for a faster paced game with fewer faceoffs, and for those players still learning the game.

On: The refs call the game just as they would in an actual NHL game. See *Rules of the Game* on p. 30 for explanations of penalties and violations.

No Offsides

LINE CHANGES

Off: Players never fatigue. Your best line remains on the ice for the duration of the game.

On: You must take notice when your players show signs of tiring. Call for substitutions on the fly or wait until the next faceoff, but keep your players rested!

Automatic: Lines are cycled automatically before each faceoff. Players' energy levels never dip below 100%.

ROSTERS

Default: Play *NHL 96* with the accurate team rosters from the 1994-95 NHL season.

With Trades: Play with the trades you've authorized and any players you've created. See *Transactions*, p. 25.

FIGHTING

On: If you don't mind the occasional break in play while a couple of goons mix it up, choose ON.

Off: No matter how physical the game gets, the players simply brush it off.

ORGANIZING AN EXHIBITION GAME

Grab your stick, adjust your cup, and head down to the ice. Exhibition games are single-game contests, but they're no less competitive than game 7 of the Stanley Cup finals. Even when there's nothing on the line, no one likes to lose!

To begin an exhibition game:

1. From the Game Setup, choose EXHIBITION as your Play Mode.
2. Set the options to your preference, then press **START**. The Select Team screen appears.

SELECT TEAM

Pit together any two NHL teams. Each team is ranked in four categories based on their 1994-95 NHL season performance. You can create match-ups that are as even or as one-sided as you want.

Control Pad ↕ to cycle through NHL teams

Control Pad ↔ to toggle between home and visitor

- To accept the match-up, press **START**. The Controller Setup appears.

CONTROLLER SETUP

Choose the team you want to represent on the ice. Controller icons are color-coded; each controller directs the player skating on the like colored star.

Player #	Color Code
One	Blue
Two	Pink

Each player must Control Pad ↔ to place their controller icon under the desired team

Controller icons left in the center of the screen and CPU-controlled during the game

- To accept the setup, press **START**. A summary of the upcoming game appears.
- To bypass the upcoming game summary, press **START**. The Scoreboard appears.

USER NAME ENTRY (USER RECORDS ON)

If you're playing a game with User Records ON, the Name Entry screen precedes the game summary. Select the user who will receive credit for the next game.

To enter a new user name:

1. Control Pad ↕ to highlight a User Name slot, then press **B** to edit. The Alphabet inset appears.
2. Control Pad to the first letter in the new user's name, then press **B** to select the letter. Repeat until the name is complete.
   - If you make an error, press **Y** to go back one letter.
3. When the name is complete, press **START** to accept, or press **X** to cancel.

To choose a user:

1. Control Pad ↕ to highlight the User Name slot you want, then press **START** to accept. A summary of the upcoming game appears.
2. To bypass the upcoming game summary, press **START**. The Scoreboard appears.

SCOREBOARD

The Scoreboard is displayed before and after each period and any time you pause the game. Along with basic game info, the Scoreboard offers control and stat options relevant to the current game situation.

- To pause a game during play and display the Scoreboard, press **START**.
- To access a Scoreboard option, Control Pad ↕ to highlight the option, then press **B**.
- To exit a Scoreboard option, press **START**.

START GAME/RESUME GAME

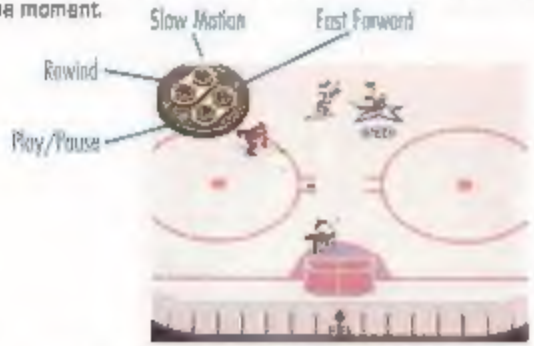
Start Game: The players take their positions at center ice and prepare for the opening faceoff.

Resume Game: If the game is between periods, the players take their positions at center ice and prepare for the next faceoff. If the game is over, the final summary of the game appears.

- To quickly Start or Resume a game, press **START** with any Scoreboard option highlighted.

INSTANT REPLAY

Remember that slapshot from the point that took out two defenders on its way to the net? Step into the control booth, roll the tape, and relive the moment.



- To focus on an individual player throughout the highlight, Control Pad to place the crosshair over the player, then roll the tape.

EDIT LINES

We patterned our default lines after the real NHL teams. If you've got some better ideas, edit your lines—if your team improves, Commissioner Bettman just might have a position available.

To edit lines:

1. Control Pad ↔ to choose the line you want to edit.
2. Control Pad ↕ to highlight a player you want to remove from the line, then press **B** to select the player. Your team's roster appears.
3. Control Pad ↕ to highlight the player on the roster you want to insert into the line.
   - Control Pad ↔ to scroll player stats.
4. Press **B** to select the highlighted player. The line appears with the new player inserted.

5. When you are satisfied with your lines, press **START** to exit.
   - When playing with Line Changes OFF, the Best line stays on the ice for the duration of the game; as a result, you may only edit the Best line.

CHANGE GOALIE

Change your starting goalie, bring in a replacement during the game, or pull your goalie altogether to make room on the ice for an extra shooter.

To change goalies:

1. Control Pad ↕ to highlight a goalie option.
   - Control Pad ↔ to scroll goalie stats.
2. Press **B** to selected the highlighted goalie option.

GOALIE CONTROL

Toggle between AUTO and MANUAL controlled goalies at any time during a game.

TIMEOUT

The Timeout option appears on the Scoreboard only when the referee initiates a stoppage of play.

Each team is afforded one timeout per game. Timeouts refresh each of your team's lines, but your opponents will take advantage of this opportunity to grab a breather as well.

TEAM ROSTER

Compare the rosters of the two teams on the ice, line by line. Check status, ratings, and stats in 16 categories.

- To scroll a team's lines, Control Pad ↕.
- To scroll player stats and ratings, Control Pad ↔.
- To toggle between the two teams, press **Y**.

SCORE SUMMARY

Take a look at the breakdown of each goal. Find out which player scored, who was credited with an assist, the time of the goal, and if it was a power play or a short-handed goal.

- If more scoring took place than is displayed on the screen, Control Pad ↕ to scroll the list.

PENALTIES

Study the penalty summary—What time did the official blow his whistle? Who was charged with the infraction? How long did the perpetrator spend in the penalty box?

- If more penalties were committed than are displayed on the screen, Control Pad ↕ to scroll the list.

RECORD HOLDERS

The Record Holders screen displays the results of all games played with User Records ON. The information is cumulative and includes Win %, Win-Lose-Tie, Goals, and Saves.

- To scroll the list of categories, Control Pad ↔.

✓ To clear a name off the Records Holders screen, you must delete it from the Name Entry screen.

OTHER SCORES (SEASON MODE ONLY)

During a season, it's crucial to keep tabs on the competition and their respective contests, especially late in the season when just a few points separate the teams who are playoff bound from those merely grasping at straws.

- To scroll the list of other scores, Control Pad ↕.

GAME STATS

Game Stats are presented just like during an actual NHL telecast, 'cept we've got more of 'em. View stats such as Short-Hand Shots, Body Checks, and time spent in the Attack Zone.

- To scroll the list of game stats, Control Pad ↕.

PERIOD STATS

Goals and Shots are totaled for each team and broken down by period.

- To toggle between goals and shots, press **B**.

PLAYER STATS

Keep track of Player Stats in five player categories and three goalie categories. When you cycle through stat categories, the list of players is updated and displayed by stat leaders.

- To scroll the list of players, Control Pad ↕.
- To cycle through stat categories, Control Pad ↔.
- To toggle between the two teams, press **Y**.
- To toggle between goalies and players, press **B**.

QUIT GAME

Quit the game in progress. The Main menu appears.

GRASPING THE FUNDAMENTALS

Even if you're the best all-around gamer on your block, you still won't measure up in *NHL 96* until you learn the basics.

You control the player skating on the color-coded star

SKATING

You'll have to get a feel for the slickness of the ice, learn the best angles for the most effective checks, and adjust quickly when the direction of the action changes. Just about the only thing you won't have to do is sharpen your blades between games.

- To skate, Control Pad in the direction you want your player to go.
- To get a burst of speed, press **A**.

On offense:

- To carve your blades into the ice for a super-quick stop, press **L**.
- To execute a Spin-o-Rama move and blow past the defense, press **R**.

On defense:

- To lay down on the ice and attempt a shot block, press **L** or **R**.

STICKHANDLING AND PASSING

Keep aware of opening passing routes. Quick, accurate passing is the most efficient way to advance the puck.

To complete a pass:

1. Press **B** + Control Pad in the direction of the receiving player.
2. While the puck is en route:

- Press **B** to take control of the pass receiver.
- Press **Y** for a give-and-go back to the passer.
- Press **Y** + Control Pad for a one-timer pass.

— or —

- Press **A** + Control Pad for a one-timer shot on goal.

To dump the puck into the attack zone:

- Press **Y** from your defensive zone or the neutral zone.

To initiate a drop pass:

- While in the attack zone, press **X** + Control Pad behind you, then release **X**.

CHECKING

Keep the pressure on your opponent's offense. It's not unusual for hard checks to result in key breakaways.

- To hold or hook, press **Y**.
- To poke check or trip, press **B** when closest to the puck.
- To body check, press **A** to gain speed + Control Pad at an angle toward your opponent.

SHOOTING

The winning team is usually the one who takes advantage of the most scoring opportunities

- To take a wrist shot, tap **A**.
- To take a slap shot, hold **A**. The longer you hold **A**, the harder the shot.)
- To fake a shot (possibly luring the goalie out of position), press **Y** while in the attack zone.
- To take a one-timer shot, press **B** + Control Pad to pass toward a teammate, then immediately press **A**. The receiver winds up to fire off a wicked slap shot.
- ✓ Backhand shots are wrist and slap shots taken from the shooter's backhand side (righties lead with their right, and lefties lead with their left).

GOALTENDING

The steps for manually controlling your goalie are described below. If you go with the option of AUTO controlled goalies, our best advice to you is this: **Keep the puck out of your defensive zone!**

- To dive, press **Y** + Control Pad in the direction you want to dive.
- To poke check, press **B** when closest to the puck.
- To attempt a save, press **A**.

To clear the puck after a save (manual or auto controlled goalies):

- Press **Y** to flip the puck out of your defensive zone.
- Press **B** + Control Pad to an open teammate or along the boards or...
- Draw a faceoff by not pressing any buttons. The ref blows his whistle to call the puck dead.

LINE CHANGING (LINE CHANGES ON)

Each period begins with all lines at 100% energy and the SC1 lines positioned for the faceoff at center ice. Before all other faceoffs, you can determine which line you want on the ice taking the draw.

To change lines before a faceoff:

- Press **Y**, **B**, or **A** to select the corresponding line from the Line Change menu.

To change lines "on the fly":

1. When you're handling the puck, press **SELECT**. The Line Change menu appears.
2. Press **Y**, **B**, or **A** to select the corresponding line from the Line Change menu.

✓ When your team is on a power play or killing a penalty, you have access to only two lines: PP1 & PP2 or PK1 & PK2.

FIGHTING (FIGHTING ON)

When emotions run high and the game becomes physical, tempers are bound to flare.

If an opponent squares-off against you:

- Press **Y**, **B** or **A** to drop your gloves and prepare to brawl.
  — *or* —
- Don't drop your gloves. After four seconds the ref intervenes and calls Roughing penalties on both participants.

When the gloves come off:

- To throw a punch to the head, press **Y**.
- To send an uppercut to the body, press **B**.
- To grab and pull your opponent's jersey, press **A**.
- To move forward and back, Control Pad ↔
- To attempt to block a punch, Control Pad away from your opponent.

PRACTICE MODE

Practice mode lets you face opposing teams in real game situations. Take advantage of this opportunity to work on passing, shooting, and other fundamentals of the game.

To enter practice mode:

1. From the Game Setup, choose PRACTICE as your Play Mode.
2. Set the options to your preference, then press **START**. The Select Team screen appears.
3. Select teams, set up your controllers, and head down to the ice just like in an Exhibition game. (See *Select Team*, p. 8.) The Scoreboard appears.

GAME SETUP

Practice Mode Options

Visitor Players: Choose the number of players you want on the ice for the visiting team: ZERO through FIVE.

Home Players: Choose the number of players you want on the ice for the home team: ZERO through FIVE.

SEASON MODE

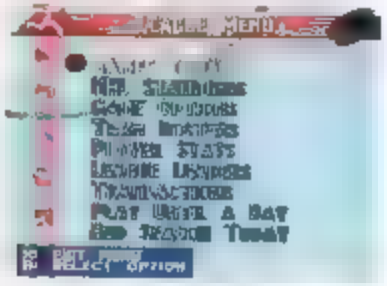
Take a team through its entire 84 game schedule or accept the ultimate challenge and play every game of the season.

To enter season mode:

- From the Game Setup, choose SEASON as your Play Mode, then press **START**. The League menu appears.

LEAGUE MENU

At the League menu, you can set up your season, keep tabs on all the numbers as they come in, and fulfill your obligation as general manager by taking advantage of Transactions.



- To choose a League menu option, Control Pad ↕ to highlight the option, then press **B**.
- To cancel an option and return to the League menu, press **X** from the option screen.
- To return to Game Setup, press **X** from the League menu.

GAMES TODAY

If you're ready to start your season, this is where you need to be. Preview the entire season and select the games you want to play.

To preview the season's match-ups:

1. Control Pad ↕ to scroll the match-ups for the current date.
2. Control Pad ↔ to scroll the season day-by-day.

To mark games you want to play:

1. Control Pad ↕ to select a match-up, then press **B** to mark it. If you change your mind, press **B** again to unmark the game.
2. When you've selected the match-ups you want, press **START**. The Controller Setup appears for the first game.

✓ Games must be played in the order they appear on the screen. Any unmarked games preceding marked games are computer simulated.

3. Set up your controllers and head down to the ice just like in an Exhibition game. (See *Controller Setup*, p. 9.)

NHL STANDINGS

Study each team's record and point total, and keep tabs on your team's chances for a playoff slot.

- To cycle through divisions and conferences, Control Pad ↕.

GAME OPTIONS

Set the options for the upcoming season game just as you would from the Game Setup. (See *Game Setup*, p. 5.)

Season Mode Option

Playoffs: Choose your playoff tournament format, SINGLE GAME for one game elimination, or MULTI-GAME for best-of-7 series.

TEAM ROSTERS

Check the ratings to see if your team is performing up to its potential, or use these numbers to scout your next opponent.

- To scroll the player list, Control Pad ↕.
- To cycle through categories, Control Pad ↔.
- To toggle between players and goalies, press **B**.
- To cycle forward/back through teams, press **R/L**.

PLAYER STATS

NHL 96 keeps stats on every player in the league throughout the entire season. When you cycle through stat categories, the list of players is updated and displayed by stat leaders.

- To scroll the player list, Control Pad ↕.
- To cycle through categories, Control Pad ↔.
- To toggle between players and goalies, press **B**.
- To cycle forward/back through teams, press **R/L**.

LEAGUE LEADERS

See how your favorite players and goalies stack up against the competition in six important categories. Every player in the game is listed from best to worst.

- To scroll the player list, Control Pad ↕
- To cycle through categories, Control Pad ↔
- To toggle between players and goalies, press **B**

TRANSACTIONS

As general manager, it's up to you to uncover your team's weaknesses and eliminate them. Trading and signing players can help to solidify your roster, or you may have to create players in your own farm program and bring them up when they're ready. See *Transactions* p. 25.

PLAY UNTIL A DAY

If the season's pace is a little too slow for your taste, you can have the CPU simulate a few games (or a few months' worth of games) or you just select the date you want to resume the season and let the computer take the helm.

To play until a day

1. Advance the season to the date you want to continue playing.
   - To move forward/back one day, press **X/Y**
   - To move forward/back one month, press **A/B**
2. Press **START** to begin game simulation. When the simulation is complete, the League menu appears.
   - To cancel before game simulation begins, press **L** or **R**. The League menu appears.

END SEASON TODAY

Ignore the remainder of your regular season games and advance to the first round of the playoffs. Playoff berths are determined by current standings.

At the End Season Today screen, you're given a choice to continue with End Season Today or to exit without ending the season.

- To select an option, Control Pad ↕ to highlight the option, then press **B**
- ✓ If you have any marked season games that were not played, a warning message appears as a reminder.

TRANSACTIONS

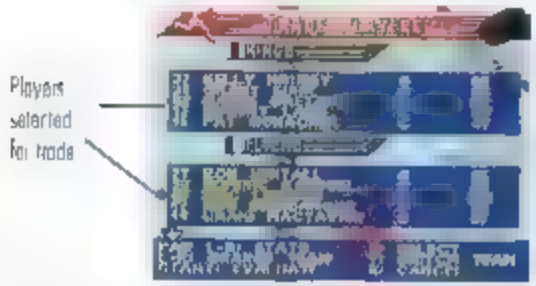
With Transactions, you can trade and create players to improve your team or to keep your league current with transactions in the real NHL.

- To choose a Transaction menu option, Control Pad ↕ to highlight the option, then press **START**
- To cancel an option and return to the Transaction menu, press **X** from the option screen.

TRADE PLAYERS

As player/coach/general manager you control the fate of your players as well as those on the other teams. Multiple players may be involved in a trade, but no more than three from a team per transaction.

NHL 96 retains the final word on all trades. Any attempt at stacking teams will be met with a swift rejection.



To trade players:

1. Press **L/R** to choose the team you want to initiate the trade.
2. Control Pad ↕ to highlight the player(s) you want to trade, then press **B** to select.
3. Press **Y** to activate the other team slot.
4. Choose the team you want to trade with, then choose the player(s) you want to trade for, and press **B** to select.
5. Press **START** to accept the trade and await the final decision.
6. Whether the trade is accepted or rejected, press **START** to continue, or press **X** to cancel.

✓ Repeat the steps above to make further player trades.

SIGN FREE AGENTS

The Free Agent pool is made up of all unassigned players, newly created players and existing players who have been released from their former teams.

To sign free agents:

1. Press **L/R** to choose the team you want to sign a player.
2. Control Pad ↕ to highlight the player you want to sign, then press **B** to select.
3. Press **START** to hire the player, or press **X** to cancel.

✓ Each team's roster may carry a maximum of 27 players with no more than three goalies.

RELEASE PLAYER

Release players to make room for free agents with better attributes.

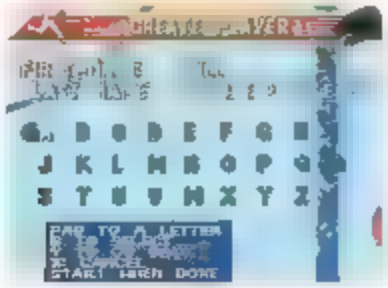
To release players:

1. Press **L/R** to choose the team you want to release a player.
2. Control Pad ↕ to highlight the player you want to release, then press **B** to select.
3. Press **START** to release the player, or press **X** to cancel.

✓ Each team's roster must carry a minimum of 17 players, including two goalies.

CREATE PLAYERS

You can create and edit up to 20 new players and add them to the Free Agent pool. Build a super-team, or spread your free agents around the league.

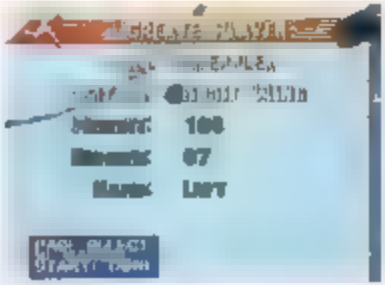


To enter the new player's name:

1. Control Pad to highlight the first letter in the player's first name, then press **B** to enter. Repeat until the name is fully entered, then press **START** to accept.
2. Enter the player's last name in the same manner as above, then press **START** to accept.

• To go back a space, press **Y**, **L**, or **R**.

3. Control Pad ↕ to confirm the player's name, then press **B** to continue. The player's physical attributes appear.



To adjust the new player's attributes:

1. Control Pad ↕ to highlight an attribute, then Control Pad ↔ to cycle through options. (Player weight can fluctuate between 140 and 260 lbs.)
2. Press **START** to accept. The Player Rating inset appears.

New players begin with a skill rating of 40 in each rating category, along with 325 additional rating points for you to distribute as you see fit.

To edit the new player's skill ratings:

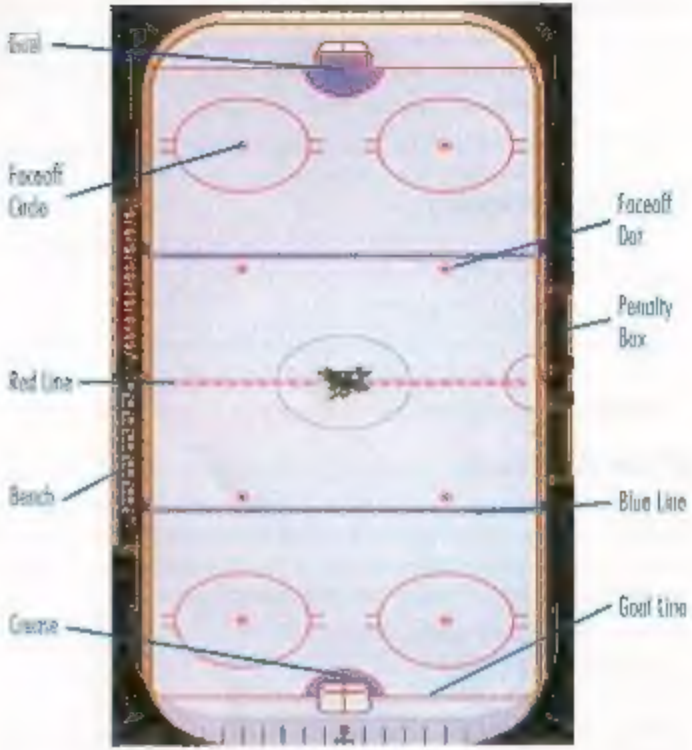
1. Control Pad ↕ to highlight a skill rating.
2. Control Pad ↔ to increase/decrease the rating points (40-100 points). The player's overall rating is adjusted automatically.

✓ To create goons, make sure the Aggression rating is pumped up. Otherwise, the player will shy away from fights.

3. Press **START** to accept.

RULES OF THE GAME

Hockey is an easy game to understand, in that it consists of relatively few rules compared to other major professional sports. The two most commonly violated rules, Offsides and Icing, are described below, along with Breakaways and the inevitable penalty violations you'll soon come to know and love.



OFFSIDE

In *NHL 96*, a play is offside any time an attacking player precedes the puck across the blue line and into the attack zone.

Two-line pass offside violations, familiar to fans of the NHL, are not called by *NHL 96* officials.

ICING

Icing occurs when a player shoots the puck from his half of the ice down to the other end of the rink and across the goal line, and an opponent other than the goaltender touches the puck first.

Icing is not called on a team short-handed due to a penalty killing situation.

BREAKAWAY

A breakaway is recognized when the offensive player with the puck skates past the defenders in the attack zone creating a one-on-one situation with the opposing goalie.

A single tone sounds to let you know when a breakaway occurs. A last ditch effort to "take down" the puck handler from behind results in a penalty shot.

PENALTIES

When an official judges a player to be in violation of one of the infractions below, that player is directed to the penalty box where he waits out the duration of his penalty time. The player is not replaced on the ice, rather, his team skates with one fewer player.

If a third player from a team is sentenced to the penalty box, that player is replaced with a player from the bench but his penalty time does not begin until one of his two teammates is released.

A team with fewer players on the ice than its opponent is labeled Short-Handed, or Penalty Killing, while a team with more players on the ice is on a Power Play.

If a team skating on a Power Play scores a goal against the Short-Handed team, one player from the Short-Handed team is awarded early release from the penalty box.

Four tones sound when a player's time in the penalty box is up, letting you know he's about to hit the ice.

Boarding (Minor: 2 min, Double Minor: 4 min)
A Charging violation that sends your opponent crashing into the boards.

Charging (Minor: 2 min, Double Minor: 4 min)
Applying a body check after you have taken more than two deliberate strides toward your opponent.

Cross Check (Minor: 2 min, Double Minor: 4 min)
Hitting your opponent with both hands on your stick and no part of the stick on the ice.

Elbowing (Minor: 2 min, Double Minor: 4 min)
Delivering a check with your arms or elbows instead of with your body.

Fighting (Major: 5 minutes)
The moment you square off against an opponent and drop your gloves. A penalty is incurred, even if no blows are struck.

High Sticking (Minor: 2 min, Double Minor: 4 min)
Carrying your stick above shoulder level when skating toward an opponent.

Holding (Minor: 2 minutes)
Using your hands to grab either your opponent or his stick.

Hooking (Minor: 2 minutes)
Using the blade of your stick to restrain an opponent.

Interference (Minor: 2 minutes)
Any contact with your opponent's goalie while he is in possession of the puck and within the crease.

Roughing (Minor: 2 min, Double Minor: 4 min)
A particularly ruthless Charging infraction, usually resulting in the injury of your opponent.

Slashing (Minor: 2 min, Double Minor: 4 min)
Using your stick to hit, or attempt to hit, an opposing player.

Tripping (Minor: 2 minutes)
Toppling your opponent by means of either your stick, knee, foot, arm, hand, or elbow.

Double Minor penalties are called on exceptionally vicious penalty violations. These violations usually result in an injury to the player on the receiving end.

NHL96

GLOSSARY OF HOCKEY TERMS

Attack Zone: The area of ice between your opponent's blue line and goal line.

Backchecking: Skating back up ice toward your goal line while covering an attacker.

Blue Lines: Two 12-inch wide blue lines drawn from sideline to sideline across the rink. The blue lines are positioned 60 feet in front of each goal, dividing the ice into three zones.

Boards: The wooden barriers enclosing the ice surface of the rink. Boards are topped-off by a barrier of shatterproof glass to protect both players and spectators.

Checking: Impeding the progress of a player with the puck, either by blocking his progress with your body or with your stick.

Crease: The 8' x 4' area, marked off by red lines and painted blue, directly in front of each goal.

Defensive Zone: The area of ice between your blue line and your goal line.

Deke: The use of superb stickhandling and skating to fake or deceive an opponent into committing himself.

Forechecking: Checking your opponent in his defensive zone in an effort to regain the puck and continue your attack.

Goal Lines: Two red lines drawn from sideline to sideline across the rink. The goal lines identify the plane of the goal and are used in determining icing infractions.

Icing: Shooting, passing, or clearing the puck from behind the red line over the opposite goal line without passing through the crease. When this happens, icing is called if a defenseman reaches the puck before an offensive player.

Neutral Zone: The area of ice in the center of the rink between the two blue lines.

Penalty-Killing: The defensive maneuvers and lines used while a team is short-handed.

Power Play: An organized attack by the team at full strength against the team playing a man or two short due to a penalty.

Red Line: The 12-inch wide center line drawn from sideline to sideline, bisecting the rink into two equal segments.

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NHL96

IF IT'S IN THE GAME, IT'S IN THE BOOK!

Delayed slap shot from the point–Scores! Goalie screened; wrist shot from the crease–Scores! One-timer shot in the slot–Scores! . . . and suddenly you're down 3-0.

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